CTHULHUTECH DEVELOPER CHAT

Welcome to the Eos Press CthulhuTech Developer Chat! This chat took place at 7 pm Pacific Time on October 10th, 2003. This transcript has been edited for clarity and to remove any superfluous material, so if you were a part of it and it reads slightly differently, that's why. – *Brad Elliott*, otherwise known as BradofEos.

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18:55:10 **[BradofEos]** Good to see you, Jim! How goes it?

18:55:20 **[Kenshiro]** Yup. So, how're ya?

18:55:42 **[Kenshiro]** You too, doing good here.

18:55:52 **[BradofEos]** Pretty good... just got off the phone with John Kovalic... Creatures and Cultists is looking good... <grin>

18:56:20 **[BradofEos]** My life seems full of squiddy bits, these days.

18:56:22 **[Kenshiro]** Hee hee hee, sweet. So you guys are using original artwork for it?

18:56:43 **[BradofEos]** John's doing all of the new art!

18:57:26 **[Kenshiro]** Wow. I thought it was a team effort, but hey, if it works it works. How far along is it?

18:57:48 **[BradofEos]** Nearing completion... another week or so, we're thinking.

18:58:02 **[BradofEos]** Hey, it's Kovalic... his stuff is unique. :-)

18:58:05 Silv enters this room

18:58:12 **[Silv]** Hey there

18:58:29 **[Kenshiro]** Hmm, considering you guys had the system down pat, not surprised he's almost done. Hi Silv.

18:58:30 **[BradofEos]** Howdy, Sylv!

18:58:34 **[BradofEos]** Welcome!

18:59:05 **[Silv]** Sweet. I have both developers here to myself. Heh.

18:59:05 Fraser McKay of Black Sky Studios enters this room

18:59:11 **[Silv]** D'oh.

18:59:50 Matthew Grau of Black Sky Studios enters this room

18:59:50 **[Fraser]** Hey guys...

18:59:51 **[BradofEos]** Hey, it's my man, Fraser!

19:00:01 **[BradofEos]** And Matthew's here, too...

19:00:02 **[Kenshiro]** Um, I'm not a developer. :P

19:00:12 **[Fraser]** Yes indeed!

19:00:14 **[BradofEos]** Excellent!

19:00:24 **[Matthew]** Hey, no one told me I had to be pleasant and polite! Brad! <smile>

19:00:25 **[BradofEos]** Yep, Sylv... you'll have to share.

19:00:27 **[Kenshiro]** Hi Fraser!

19:00:43 **[BradofEos]** Eh... I hold you to your own standard of Pleasant and Polite, Matthew.

19:00:52 **[Fraser]** Good one Brad

19:00:54 **[Matthew]** Sweet!

19:01:05 **[Silv]** Fraser: Heh. I'm new to the chat. I didn't realize everyone but your own

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username gets a little person in a red shirt icon and just assumed.

19:01:11 **[Matthew]** Hey everyone, thanks for being here.

19:01:21 **[Silv]** We'll all have to barrage Brad with questions then.

19:01:27 **[Kenshiro]** hi Matthew, glad you could take the time off to chat.

19:01:34 **[Silv]** I've been looking forward to this all week.

19:01:39 **[Silv]** Hello Matthew

19:01:45 **[Fraser]** Hey, I happen to look good in a red shirt

19:01:48 **[BradofEos]** Me?!? I'm just the Host... <laughing>

19:02:05 **[Fraser]** Matthew just got booted of....he'll be back

19:02:29 **[Kenshiro]** So...where's the blood-sucking green cloud made for Fraser?

19:02:35 **[BradofEos]** Ouch... hope that doesn't happen too often.

19:02:53 **[BradofEos]** Nah... it wouldn't touch Fraser. Fraser's a zombie in his other life, and has no fresh blood to suck. <evil grin>

19:02:57 **[Fraser]** Matthew's machine needs to be restarted, so I think he's taking off for some cocktails.

19:03:17 **[Kenshiro]** Dammit! Uh, I mean...good for Fraser. ^_^

19:03:18 **[Silv]** Sitting at the PC with a martini in one hand...

19:03:48 **[Fraser]** No, just a good glass of single malt scotch

19:03:58 **[BradofEos]** Damn, I wish I were nearby for one of those... Matthew's a Master Mixologist, if that's a word.

19:04:23 **[Kenshiro]** Hmm, pondering rum and Coke here...

19:04:32 **[Fraser]** Yes, Brad has had the pleasure of one of his famous Mudslides.

19:04:49 **[Silv]** Is anyone going to be logging this chat by the way?

19:05:10 **[BradofEos]** Yummy. and I don't drink much, either!

19:05:21 **[Fraser]** Matthew seems to be bummed that he's missing all the good booze conversation.

19:05:47 **[Fraser]** He's almost here...then we can talk C-Tech

19:05:47 **[Matthew]** Damn technical failures.

19:05:51 **[BradofEos]** Hmmm... I'm embarrassed to say that I don't know off the top of my head how... but I'm sure I'll be able to save document on it...

19:05:56 **[Kenshiro]** Can you log stuff here?

19:06:02 **[Matthew]** Oh, there are far more famous cocktails to be had…

19:06:21 **[Matthew]** Alright, fire away, guys!

19:06:33 **[Silv]** Geeze, where to start...

19:06:52 **[Fraser]** What do you think of the name?

19:07:26 **[Kenshiro]** Ooh, ooh! I know!   So when did you first get the idea for CthulhuTech?

19:07:33 **[Matthew]** Perhaps you'd better start at the beginning.

19:07:46 **[Silv]** I'll start with the (I bet) most often asked one. When's it coming out?

19:08:02 **[Matthew]** It was pretty much an aneurysm that I had at the R&D head's comic shop.

19:08:24 **[Matthew]** I just blurted out, what if you combined Cthulhu and Anime, like Robotech.

19:08:38 **[Matthew]** Came back a week later with an outline and a timeline, and CTech was born.

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19:09:07 **[Matthew]** Given the myriad delays and the expansion of the core book, we're shooting for next spring.

19:09:25 **[Matthew]** However, it is more than done enough to play. We do every week.

19:09:35 **[Fraser]** So, it evolved from one amazingly creative moment of madness.

19:09:53 **[BradofEos]** Yep... I'm one of the playtesters... I run a Whisper-Class Tager.

19:09:59 **[Kenshiro]** Can you tell us what kind of delays? Or is that 'verboten'?

19:10:05 **[Fraser]** (Brad's Tager is) Named Bill

19:10:09 **[Matthew]** Yeah, Fraser's been there for a couple of those. Had to bail me out after a couple of them.

19:10:38 **[Matthew]** Somehow, I don't think Brad's laughing just now.

19:10:52 Dan enters this room

19:10:57 **[BradofEos]** Who, me?

19:11:03 **[Matthew]** Delays are the sort typical of small press. Nothing unusual.

19:11:09 **[BradofEos]** Yeah, well... <drags his hand down his face>

19:11:11 **[Kenshiro]** LOL. I don't think Brad was laughing at the GenCon demo when we blew up that bridge...

19:11:13 **[BradofEos]** Howdy, Dan!

19:11:22 **[Matthew]** Just got to figure out what goes where, how big it is, how much to sell it for, and all that.

19:11:32 **[Silv]** I really, really liked the vividness of the pictures on the main CthulhuTech page. Which makes me ask will there be any color pages in the book, or B&W?

19:11:40 **[Dan]** Hi, Brad!

19:11:46 **[Matthew]** Yes, there will be color.

19:11:51 **[BradofEos]** Glad you could make it!

19:12:04 **[Matthew]** The splash pages for each section are color, as are the character archetypes.

19:12:09 **[Kenshiro]** Fair enough. So what kind of future supplements can we look forward to?

19:12:11 **[Matthew]** The rest of the book is B&W.

19:12:13 **[Silv]** Sweet.

19:12:13 **[Dan]** Thanks.

19:12:25 drfaust enters this room

19:12:30 **[Matthew]** Next!

19:12:41 **[BradofEos]** Welcome, Faust! Glad you could make it.

19:12:57 **[drfaust]** Evenin'.

19:13:00 **[Silv]** Next eh?

19:13:02 **[Matthew]** Dr. Faustus – there's a guy named Mephistopheles at the door and he's asking for you.

19:13:08 **[Fraser]** Yup

19:13:54 **[Silv]** Exactly HOW BIG will the largest mecha we can pilot be? I ask this on behalf of a few people who couldn't make it tonight. Also, I'm really curious myself.

19:13:55 **[drfaust]** Matthew: Ssh. Be vewwy vewwy quiet. He's hunting hoomans...

19:13:58 **[Matthew]** Supplements, eh?

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19:14:12 marco enters this room

19:14:22 **[Matthew]** The largest mecha available to mecha pilots in the NEG comes from the Engels.

19:14:34 **[Matthew]** The largest one is called the Seraph, and it's over 50 ft. tall.

19:14:46 **[BradofEos]** I prefer Tagers, myself...

19:14:49 **[Matthew]** There are some great supplements on the way.

19:14:56 **[Kenshiro]** Yeah, supplements...Tager handbook? Factions? Bestiary?

19:15:00 **[Matthew]** The first, of course, will be the ubiquitous Screen.

19:15:10 **[Dan]** They're the humans merged with Lovecraftian freakishness, righ?

19:15:15 **[Fraser]** More Tagers in the Companion...cool stuff

19:15:22 **[Matthew]** It will have a tri-fold screen, with a book containing information on minor cults, and a story to play.

19:15:25 **[Silv]** How many different mecha will there be to choose from in the core book?

19:15:25 **[Fraser]** yes

19:15:27 **[BradofEos]** You got it, Dan!

19:15:46 **[Matthew]** The next will be the CTech Companion, which expands on all sorts of everything.

19:16:18 **[Fraser]** 8 NEG Mechs, 6 Nazzadi Mechs, and 6 Engels

19:16:33 **[Matthew]** Tager information will be in the Ancient Enemies book, which details the Elder Society and the Chrysalis Corporation.

19:16:48 **[Dan]** And a partridge in a pear tree.

19:16:58 **[Matthew]** The Companion, most significantly, introduces Para-Psychics to the game.

19:17:02 **[Kenshiro]** Mmm, Tagers. And I'm asking on behalf of other people as well: can you tell us a little abou the Insanity mechanic? Also what else do the Drama Points do?

19:17:06 **[Fraser]** Yes, one BIG EVIL partridge

19:17:30 **[Matthew]** What the hell do I get on the second day of Xmas then, Fras?

19:17:37 **[Silv]** I really want to hear the nuts and bolts on the insanity system as well.

19:17:55 **[drfaust]** So, is this a whole new game system?

19:17:56 **[Matthew]** The insanity system, or what you might expect it to be is two-fold.

19:18:00 **[Dan]** What are Para-Psychics?

19:18:02 **[Fraser]** Two Turtle Necks....very evil turtle necks

19:18:04 **[Matthew]** First, there is fear.

19:18:06 **[BradofEos]** On the First Day of Christmas, My Cocreator Gave to Me...

19:18:14 **[Dan]** (Other than two psychics.)

19:18:21 **[Matthew]** For those of you used to COC, whenever you see a critter, you go a little more nuts.

19:18:45 **[Matthew]** In CTech, you have Fear Effects, which are responses to immediate threats and spooky stuff.

19:19:04 **[Matthew]** Ooh, evil turtlenecks...

19:19:21 drfaust exits from this room

19:19:35 **[Matthew]** The second part of the mechanic is insanity, which is a bending and warping of perspective due to longer-term exposure to adverse conditions.

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19:19:58 **[Matthew]** The mechanic is based on the accumulation of Insanity Points, on a scale from one to ten.

19:20:11 **[Matthew]** Sane people are in the zero to one category.

19:20:23 **[Matthew]** 10 is bat-shit crazy, and the book actually lists it as that.

19:20:35 **[Kenshiro]** I.E. Going bug-nuts when the scale reaches ten and they fail the appropriate rolls?

19:20:39 **[Matthew]** For every couple of points you have, you get a permanent disorder.

19:20:44 **[BradofEos]** As your perceptions and 'reality map' are further and further removed from common ground with the rest of humanity.

19:20:52 **[Matthew]** Permanent disorders are listed as in the DSM-4.

19:21:11 **[Matthew]** Insanity Points represent how far removed from baseline reality your perception really is.

19:21:26 **[Fraser]** Remember that the NEG has wonderful psychiatric care facilities to help your character cope.

19:21:33 **[Matthew]** Through therapy, you can choose to remove either permanent disorders or Insanity Points.

19:21:56 **[Matthew]** Thus, you can play a character who has no permanent disorders, but sees the world through a very wrong filter regardless.

19:22:04 **[Silv]** Do fear and insanity effects have any synergetic relationship going on or are they pretty separated/calculated differently in game terms?

19:22:22 **[Matthew]** However, most characters are part of organizations that require regular psychiatric evaluations.

19:22:29 **[BradofEos]** Of course, if you're in really long engagements and deployments away from therapeutic help...

19:22:41 **[Matthew]** Yes, they are synergistic in some ways.

19:22:58 **[Matthew]** Fear Effects happen at the moment.

19:23:09 **[Matthew]** Extended exposure to fearful conditions breeds insanity.

19:23:16 **[Kenshiro]** Ouch...so Tagers are usually in more danger of that, because they go on those nasty missions.

19:23:45 **[Matthew]** Well, Tagers start with a point of Insanity, and have to make tests every month to not acquire more, just because of what they are.

19:24:16 **[Matthew]** Fortunately, they start with a higher Tenacity, which is what governs such things.

19:24:46 **[Matthew]** Drama Points, from way down the list, give you the ability to either tack more dice onto your roll, or remove dice from an opponent.

19:24:57 **[Silv]** Once a character's at 10 points of insanity, do they go into NPC territory because the insanity's too crippling? (You can tell I'm used to Call of Cthulhu)

19:25:32 **[Matthew]** Para-Psychics are psychics, but the source of all "paranormal" ability is the same for both psychics and sorcerers.

19:25:45 **[Matthew]** It's just a question of intuitive ability or training.

19:26:11 **[Matthew]** Also, Para-Psychic powers are anime-style and little different and higher power than many other games.

19:26:28 **[Kenshiro]** Do Drama Points count in rolling against Insanity or losing the nasty points?

19:26:38 **[Matthew]** And, I think I'm finally caught up.

19:26:46 Ghalev enters this room

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19:27:01 **[Matthew]** Yes, if you still have Drama Points left, they can be applied to resisting Insanity.

19:27:16 **[Matthew]** Okay, taking a quick break. Keep firing.

19:27:25 **[BradofEos]** Welcome, Ghalev!

19:27:28 **[Silv]** Matt: Finally caught up with questions? But there's still my last question! Quickly man, there are anxious fan queries to be answered!

19:27:34 **[Silv]** (Points up)

19:27:36 **[Ghalev]** To help me not ask stupid questions: is there a URL where I can read the basics of what CthulhuTech is?

19:27:42 **[Fraser]** Drama Points can be applied to any roll except damage rolls.

19:27:57 **[BradofEos]** [<http://www.eos-press.com/CthulhuTech/CthulhuTech.php>](http://www.eos-press.com/CthulhuTech/CthulhuTech.php)

19:28:01 **[BradofEos]** There you go, Ghalev!

19:28:05 **[Ghalev]** Thank you Brad

19:28:17 **[BradofEos]** Also, here...[<http://www.eos-press.com/phorum/list.php?f=4>](http://www.eos-press.com/phorum/list.php?f=4)

19:28:20 **[marco]** 2 Questions: 1 what game most inspired you in design. And what game made specific decisions you really DIDN'T want in your design ("mistakes")

19:28:25 **[Ghalev]** I have no idea what this chat is about; I'm just sheeplike in my willingness to learn

19:28:27 **[BradofEos]** Why I'm here, Ghalev!

19:29:00 **[Kenshiro]** LOL, poor Matt. And yes, asking questions is what this chat is about.

19:29:02 **[BradofEos]** Sheep don't like going new places, Ghalev... so I think you should pick a better simile... <grin>

19:29:15 **[Silv]** D'oh.

19:29:32 **[Ghalev]** Oooh, funky stuff. I like the progress bar, too.

19:30:05 **[Ghalev]** I think I met Matthew at a DexCon years ago ... ever been to DexCon Matthew?

19:30:17 Morfedel enters this room

19:30:20 **[Fraser]** We actually stayed away from other games during the early development of C-Tech. We wanted our ideas to be fresh.

19:30:22 **[Morfedel]** hi every6one!

19:30:25 **[Morfedel]**

19:30:26 **[Silv]** I think he's on a break for a sec...

19:30:39 **[Silv]** Dan: Good question. Uh...magic powers?

19:30:39 **[Morfedel]** hi again brad

19:30:41 **[Morfedel]**

19:30:51 **[Matthew]** The staying away portion is actually COC.

19:31:03 **[Morfedel]** so what's the specific subject?

19:31:25 **[BradofEos]** Any and all questions you may have for the Creators/Designers of CthulhuTech, Morf!

19:31:34 **[Matthew]** We wanted to make a game that involved Lovecraft that you could still have long-term characters.

19:31:35 **[Morfedel]** thank ya brad! actually my Opera Browser didnt like this chat system, so I had to switch to IE

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19:32:03 **[Kenshiro]** Hi Morfedel. So instead of SAN-blasting magic, we get SAN-blasting psionics, which keeps with the Akira-style trappings. How do they work with characters who are already somewhat powerful, like Tagers and Engel pilots?

19:32:07 **[BradofEos]** I love Opera myself, but I never use it for this... good call!

19:32:17 **[Matthew]** Damn, Explorer sucks.

19:32:41 **[Morfedel]** my first question: did you have to acquire a license to use Cthulhu stuff, or is it public domain now?

19:32:45 **[Matthew]** Ghalev, you very well may have met me at a DexCon.

19:32:53 **[Fraser]** Tagers can't be para-psychic... too much strain!

19:32:55 **[Morfedel]** (I love opera, but it isn't 100% compatible with everything yet)

19:33:01 **[Ghalev]** I think we talked about Derek.

19:33:05 **[Silv]** Are you guys thinking of putting out any fiction/more pictures of the gameworld for people to get a sample of the feel of it?

19:33:20 **[Ghalev]** Who are the writers on the book besides Matthew? Or is Matthew the whole team?

19:33:22 **[Matthew]** The question "What is Lovecraft?" is the important part.

19:34:10 **[Matthew]** I am creator and head writer for the project. But, Fraser is involved as a writer as well.

19:34:31 **[Matthew]** The two of us who're here are the heart and soul of the project.

19:34:45 **[Morfedel]** (what about my licensing question?   )

19:34:56 **[Silv]** I'd love to see some Cthulhutech fiction out there actually. This may be my absolute glee over the fact that you guys are involving the Mi-Go and the King in Yellow who have always been some of my favorite mythos creatures.

19:35:14 **[Matthew]** Ghalev, Derek? At that time, I was a six-foot something guy with long black hair, a leather jacket, and a penchant for looking like I was in the Sisters of Mercy.

19:35:16 **[marco]** (I'm curious about licensing too--and inspiration/perceived mistakes from other games)

19:35:16 **[BradofEos]** (Hang on, Morfedel... they're getting to the licensing question!)

19:35:36 **[Matthew]** The licensing question. How good an IP lawyer do you have?

19:35:55 zrogue enters this room

19:36:03 **[Ghalev]** You and 25% of the con, Matthew. I meant Derek Pearcy.

19:36:18 **[BradofEos]** Welcome, ZRogue!

19:36:24 **[Kenshiro]** Time to toot my own horn, even though I'm not part of the team: I have a barebones outline for a story and an adventure, but I'll need the books to complete it. :P

19:36:24 **[Morfedel]** (sorry Brad; I'm yer typical American: "Instantaneous Satisfaction at a Fraction of the Cost!" hee-hee!!)

19:36:27 **[Matthew]** Oh, yeah. Derek and I used to be good friends.

19:36:42 **[Matthew]** I lived in Austin and we both worked at Steve Jackson Games together.

19:36:58 **[Ghalev]** Yeah, you had done some kind of game about dreams or an otherworld or somesuch? Or am I misremembering?

19:37:02 **[Morfedel]** Matthew: what I meant was, is Cthulhu now public domain or did you have to go acquire a license from someone, or what?

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19:37:53 **[Matthew]** Okay, as per some of our unnamed friends who also work with Lovecraft, some of his work is in the public domain, while work by others is not… Works by ancillary authors are not public domain.

19:38:27 **[Ghalev]** The cutoff is somewhere in the mid-to-late 1920s isn't it?

19:38:29 **[Matthew]** With the exception of the couple who were part of the public domain circle.

19:38:43 **[Matthew]** Now, all that being said, there is an heir to the Lovecraft estate.

19:39:11 **[Matthew]** So, two things. Gray area. Be Careful.

19:39:17 **[Ghalev]** Isn't there also the issue of the term "Cthulhu" used in gaming context as a trademark?

19:39:34 **[Matthew]** Chaosium has a full license with Arkham House and August Derleth.

19:39:43 **[Ghalev]** Did you do a game about dreams? I'm trying to remember works by you I may have.

19:39:53 **[Silv]** An heir? I thought there wasn't, since his family had never set up an estate and he didn't will it to anyone.

19:40:16 **[Matthew]** Chaosium cannot trademark Cthulhu any more than Kleenex can trademark facial tissue.

19:40:37 **[Ghalev]** Cthulhu seems a more specific term, but okay

19:40:50 **[Matthew]** Yes, I did a game called Shattered Dreams as an early offering about ten years ago.

19:40:52 **[Ghalev]** Shattered Dreams, right.

19:40:57 **[BradofEos]** To make things more interesting, Derleth cannot claim proprietary rights over HPL's work, only the Heir can, to the best of my understanding.

19:41:10 **[Matthew]** Cthulhu is a character that was created by Lovecraft.

19:41:23 **[Ghalev]** West End Games and SJ Games both acknowledge Chaosium permission for use of the term (in Paranoia and in INWO, specifically) ... presumably just as an industry courtesy?

19:41:34 **[Morfedel]** I asked because it seemed like a number of books were coming out with Cthulhu and Lovecraft's material; and I was wondering if there was a lot of work looking for the heir, getting licensing, etc

19:41:40 **[Matthew]** It can only fall into the realm of copyright violation.

19:42:19 **[Matthew]** No, they use it because they've worked out a deal for the specific rules and universe created by Chaosium.

19:42:35 **[Matthew]** Most people don't realize how much Chaosium has created proprietarily over the years.

19:42:43 **[Ghalev]** INWO doesn't use anything like that, nor does Paranoia. Just the word.

19:43:11 **[Ghalev]** I don't mean to be argumentative; just being curious about how it all works.

19:43:24 **[Matthew]** Guys, guys. I'd really like to continue fielding legal questions, but I'd really prefer to get back to the game.

19:43:42 **[BradofEos]** For those who want to know, here's Matthew's CV...

19:43:43 **[BradofEos]**
<http://www.pen-paper.net/rpgdb.php?op=showcreator&creatorid=1655>

19:43:52 **[marco]** Is my inspiration/mistakes question something you're interested in?

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19:43:57 **[Matthew]** If you have more specific questions, fire them at Brad on the forum.

19:44:01 **[Ghalev]** The webpage doesn't describe the system. Is it d20 or something other?

19:44:04 **[Silv]** (Coughs, points up to her question re the Cthulhu tech fiction/pics)

19:44:13 **[Morfedel]** oh, sorry. I'm very interested in the legalities because, well I'm trying to create a game based off an intellectual property myself, and having enormous difficulty getting in touch with the holder of the property rights

19:44:18 **[Morfedel]** so, back to the game

19:44:23 **[Morfedel]** When do we get it?

19:44:26 **[Matthew]** I really suspect that CV is radically out of date. Considering all of my film work in the last five years.

19:44:30 **[Ghalev]** Thanks again for the useful link, Brad

19:44:41 **[Kenshiro]** (waits patiently since he wants to know the answer to Silv's question, too)

19:44:45 **[Matthew]** Marco, did we not answer you from earlier?

19:45:05 **[Ghalev]** Pen & Paper doesn't index film work, Matthew. Just RPGs.

19:45:23 **[Matthew]** Fiction and pictures should soon be forthcoming on the web page.

19:45:24 **[Silv]** I've seen questions on alt.horror.cthulhu about Lovecraft and copyrights surrounding his works that have gone on for MONTHS. it's frightening. No one can really agree on who owns what, although a lot of people have just gone ahead and written mythos stuff.

19:45:33 **[Silv]** Oooh.

19:45:33 **[marco]** Not that I saw ... did I miss it?

19:45:37 **[BradofEos]** Oops, yeah. Matthew's film work is separate.

19:45:42 **[Matthew]** The pictures may only be concept pictures for now.

19:46:21 **[Matthew]** Our illustrations are still coming in.

19:46:26 **[Silv]** Matt: Do you have the same person working for art in the entire book? And er, what's his/her name? (I knew at one point but I'm terrible remembering things like this)

19:46:26 **[Ghalev]** Of course, Pen & Paper also omits Shattered Dreams ...

19:46:27 **[Fraser]** The game system is another one of Matthew's bright ideas called Framewerk.

19:46:35 **[Matthew]** So, Marco, we tried to stay away from other games while working on this.

19:46:45 **[Ghalev]** Describe its brightness if you can.

19:46:50 **[marco]** I saw the "stayed away from other games"--so that means nothing you've seen was an inspiration and you didn't consider anyone to have done anything wrong that applied?

19:46:59 **[BradofEos]** The color art you've seen (the only art up at the moment) is Samuel Araya....

19:47:03 **[Matthew]** The goal was to not emulate *Call of Cthulhu* in any way, especially in that it is not long-term playable.

19:47:09 **[Ghalev]** Doesn't sound very wise.

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19:47:32 **[Fraser]** It is a very cinematic skill based system that puts more weight on skills than stats. Plus it has a cool new dice interpretation feature.

19:47:37 **[Ghalev]** No inspirations from Delta Green? It supports campaign play and has military elements.

19:47:38 **[BradofEos]** Check out Sam's Gallery at **<http://www.epilogue.net/cgi/database/art/list.pl?gallery=139>**

19:47:39 **[marco]** agreed--as I understand it *CthulhuTech* is nothing like COC--I'm talking industry in general.

19:47:59 **[Silv]** Brad: Thanks for the link...

19:48:09 **[Matthew]** Um, inspiration can be a crazy thing.

19:48:21 **[Silv]** Brad: Man, I wouldn't mind a large poster of that Tager he did.

19:48:26 **[Ghalev]** It's cool that they list Sales Manager as a book credit.

19:48:39 **[BradofEos]** Sam's a very talented guy... fun to work with! As to the poster… wait and see. ;-)

19:48:46 **[Matthew]** We could point out the influences of HPL himself, a couple dozen films that have nothing to do with this property, and who knows what else. Could you be more specific?

19:48:54 **[Kenshiro]** Sam Araya is great, especially his mech designs. And the critters and Deep One/Mi-Go mecha were awesome.

19:48:58 **[Ghalev]** "I try to get all the books Matthew Grau is a Sales Manager on. It makes all the difference."

19:49:06 **[Matthew]** *Delta Green* does not, by its rule system support campaign play.

19:49:12 **[Ghalev]** Deep One mecha. ooooh.

19:49:12 **[marco]** What games that are cinematic do you like and go "man, that really worked" ?

19:49:25 **[Matthew]** I adore the IP, and the guys who wrote it, but using Chaosium's BRP ruleset means that your characters are dead or insane within three to six game sessions.

19:49:28 **[Ghalev]** Well, we did our Delta Green campaign really wrong, then

19:49:32 **[BradofEos]** Ahhh... Kenshiro's referring to some of the concept art, shown only at GenCon, by a gentleman named Tim Erickson.

19:50:00 **[Silv]** Matt: I've been trying to bring players through a DG campaign right now...it's fun but yeah, I've had to uh...BEND rules to give them a sporting chance sometimes.

19:50:05 **[Matthew]** They listed my Sales Manager credits at SJG? That's kind of stupid.

19:50:35 **[Ghalev]** Who's the Sales Manager on CthulhuTech? The quality will all be down to his talents

19:50:44 **[BradofEos]** Go figure. Pen and Paper's pretty good in a lot of ways, so this is kinda dorky of them.

19:50:45 **[Kenshiro]** *nods* Yes, Brad showed me some of the art. Very neat...as for film and book references *looks at his little "trailer" *

19:50:49 **[Matthew]** Yes, bending the rules is key if you want to play BRP for any length of time. We had to do the same.

19:50:49 **[Ghalev]** Sorry

CTHULHUTECH DEVELOPER CHAT

19:51:00 **[Fraser]** Well, take a little storyteller, add some D6 system, then mix in some Yahtzee and you have a real cool inspiration for Framewerk.

19:51:12 **[Morfedel]** So how is the lifespan with CthulhuTech then?

19:51:31 **[BradofEos]** I understand, Sylv... Eos Press is co-publishing the reprint of DG with Pagan Publishing, and oh, the fantasies of future books I've had... <grin>

19:51:56 **[Matthew]** Characters in CTech will, more often than not, be part of an organization that has mandatory therapy. And the rules system is more forgiving.

19:52:03 **[Kenshiro]** Three of my favorite dice systems, Fraser. Wow...

19:52:07 **[marco]** take care, everyone. Good luck with CT

19:52:10 **[Silv]** Brad: You are? Elder Ones bless you. I mean damn, I've had to put up with a pdf for so long, I was only lucky my local shop had real prints of ***DG: Countdown.***

19:52:17 **[Ghalev]** Hopefully it's still deadly, though?

19:52:26 **[Matthew]** Thanks, marco!

19:52:28 **[BradofEos]** Thanks, Marco! Hope you had a good time!

19:52:40 **[Silv]** At one point I was ready to kill for a REAL copy of DG. One that I didn't get outbid on at e-bay multiple times.

19:52:49 **[Matthew]** It's cinematic, so if you're going to bite it, you're going to bite it big.

19:52:56 **[BradofEos]** Yep, we are. :-)
<http://www.eos-press.com/phorum/read.php?f=7&i=11&t=11>

19:53:01 **[Ghalev]** As long as I can bite it.

19:53:03 **[Fraser]** Yes, Working with Framewerk has been an amazing time and has required very little tweaking since its first inception.

19:53:38 **[Ghalev]** I think I misunderstood earlier. What you meant by campaign viability was character survival, then ... I enjoy campaigns where my characters die regularly, too ... doesn't undo the campaign it just means the cast changes more often

19:53:43 **[Ghalev]** I get it now!

19:53:49 **[Morfedel]** so their sanity will be more livable; what about their fleshy parts?

19:53:54 **[Silv]** Can I ask you guys some specific questions on the story of CthulhuTech itself?

19:54:15 **[Fraser]** Ask away!

19:54:28 **[Matthew]** Go for it, Silv.

19:54:36 **[jdrakeh]** Hello, I'm sorry that I'm late (tried to be here at seven, but had a viewing to attend prior to a funeral).

19:54:56 **[Matthew]** Ooh, sorry to hear that.

19:54:58 **[BradofEos]** Understandable, James. Welcome!

19:55:24 **[jdrakeh]** Thank you.

19:55:58 **[Matthew]** The fleshy parts can get hurt just like in any game.

19:56:04 **[jdrakeh]** I do have a question for Matthew, but I'll wait in line

19:56:04 **[Morfedel]** Ok then; so, when is the release date for CT? or do you have one yet?

19:56:11 **[Matthew]** However, if you're a Tager, there's a better chance you'll survive.

19:56:23 **[Matthew]** Otherwise, wear armor or be in a mech.

CTHULHUTECH DEVELOPER CHAT

19:56:28 **[Kenshiro]** *teases Silv with his old falling-apart DG copy*   How easy can it
be to convert from other systems to Framewerk?

19:56:33 **[BradofEos]** I suppose it's just that Inexorable Doom is not as quickly
guaranteed as it is in other games.

19:56:59 **[Silv]** The Earth's been assaulted by both the Mi-Go, Brotherhood of the Yellow
Sign and eaten away from within by companies corrupted by the mythos. At
the point where the timeline begins for players, which one's the biggest threat?
And are we going to see all our favorite major Cthulhu Mythos Gods?

19:57:28 **[Silv]** Ken: Argh, damn you! (Claws fruitlessly at her monitor in the hopes she
can grab the copy)

19:57:30 **[Fraser]** Framewerk is amazingly flexible and you can convert just about any
other setting or system to it.

19:57:48 **[jdrakeh]** Ooooh... that's what I like to hear.

19:58:02 **[Silv]** I have to say, reading the timeline description I got really interested in the
politics between all the occult forces going on.

19:58:09 **[BradofEos]** I've found it easy to work with, myself... it's not hard to master!

19:58:30 **[Fraser]** Threats are appearing on the world of C-Tech in different ways,
depending on where you are located.

19:58:54 **[Fraser]** The Mi-Go would be the biggest threat in Alaska for example.

19:59:15 **[BradofEos]** Eek... Giant Bugs in the Great White North...

19:59:20 **[Matthew]** Yes, you'll see several of your favorite mythos gods and a few new
ones.

19:59:31 **[Matthew]** Any ones you're particularly interested in?

20:00:09 **[Matthew]** Well, they're not really giant...

20:00:28 **[Silv]** Like I said before ,the Mi-Go and Hastur make me clap my hands in glee
and all...I was wondering if we'd see Nyarlathotep and Shub-Niggurath
especially!

20:00:49 **[Fraser]** yup yup yup

20:00:52 **[Matthew]** You will see Nyarlathotep right away.

20:00:53 **[BradofEos]** Sorry, I indulge in hyperbole. I promise I'll stop.

20:00:53 **[Kenshiro]** Mmm, inter-faction Mythos politics...Oh, hell, you guys put all my
favorites in already. But how flexible is the setting? Could someone make up
other stuff on their own, or even bend/break the existing CTech canon?

20:01:08 **[Matthew]** He's head of the Chrysalis Corporation, and his cult, the Children of
Chaos.

20:01:28 **[Silv]** Good old Nyarlathotep.

20:01:31 **[Matthew]** Shub-Niggurath will be making an appearance with the minor cults.

20:01:36 **[Fraser]** Yes... The beauty of C-Tech is that it can be attacked from so many
different directions, depending on your taste.

20:01:51 **[Fraser]** It is an amazingly rich setting.

20:01:51 **[jdrakeh]** I have Framewerk-related qustion. Specifically, has any thought been
given to a rules-light Framewerk demo (ala GURPS Lite or the fast play rules
for BESM)?

20:02:03 **[Matthew]** Messing with Canon? Sure. You buy the book, you do what you
want with the setting.

CTHULHUTECH DEVELOPER CHAT

20:02:49 **[Matthew]** We haven't really given thought to a lite demo version for now, simply because we're rocketing like bats out of hell to get the game into your hands.

20:03:01 **[Matthew]** But, we'll undoubtedly look at making that happen.

20:03:18 **[Matthew]** I was involved in GURPS Lite, so I think that's a great idea.

20:04:12 **[Kenshiro]** You promise a lot of things, Brad. *evil grin* Yes, considering Framewerk is very cinematic, I take it you can do very nasty high-level games with it? *ponders WOTG, too*

20:04:24 **[Morfedel]** Is this game system comparable to ORE? Especially, is it designed to be light in mechanics but covering lots of area like ORE does? How does it compare, in strengths and weaknesses, to ORE?

20:04:49 **[jdrakeh]** Well, the reason that I ask about a demo version is that there has been some apprehension over the system as scant few details have been made available for public consumption.

20:05:01 **[Silv]** The Mi-Go see the Brotherhood of the Yellow Sign as a threat to themselves, which made me wonder if there were any alliances in the game with human and independent alien races (Mi-Go especially, given their coldly practical mindsets) or if they were far too dangerous for any such a thing

20:05:10 **[Matthew]** You know, considering the politics behind the situation, we don't like to compare ORE and Framewerk.

20:05:13 **[jdrakeh]** I thought that such a demo would perhaps be a good method of generating interest in the system and laying some of the RPG community's apprehension to rest.

20:05:24 **[BradofEos]** Morf, I'm not sure you can compare the two very easily... one is very gritty with its own peculiarities, and not terribly cinematic, though brutal, in my opinion.

20:05:39 **[Matthew]** Not trying to be evasive. Just making sure we're keeping everyone on our political front happy.

20:06:05 **[jdrakeh]** Specifically, to answer questions like the ones that Morfedel is asking.

20:06:14 **[Silv]** I know the Mi-Go crafted an entire race that's living on Earth now...I forget their names, but are they our wholehearted allies or is there some friction between the human governments and the one time invaders?

20:06:22 **[Morfedel]** But its blazingly fast, and handles a LOT with just a single roll of the die pool; and I was under the impression that those aspects were trying to be covered with Framewerk; that a single die pool roll would cover a lot of ground too?

20:06:33 **[Matthew]** You're right, James. A demo version would rock. If we find time between now and printing, we'll post something on the web.

20:07:11 **[BradofEos]** True, Morf... but Framewerk was always the rules set for CthulhuTech...

20:07:27 **[Matthew]** Framewerk sacrifices some speed in favor of making die rolling fun again. And cinematic, too.

CTHULHUTECH DEVELOPER CHAT

20:07:32 **[Fraser]** The Mi-Go haven't aligned themselves with anyone. They take control of humans in area that they've conquered. But, they see the threat from the cultists and realize that there fate would be the same as the human if the Great Old Ones should pop their lovely heads.

20:07:47 **[Matthew]** Trust me, when you pick up your dice playing Framewerk, you smile at the possibilities.

20:07:50 **[Morfedel]** Brad: I know, but it originally was ORE for WotG, then changed to Framewerk; so, me and others wondered at what the system did, compared to others?

20:07:51 **[Fraser]** So they fight a war on two fronts.

20:07:52 **[jdrakeh]** Well, actually, Matthew I specifically wanted to ask about writing the demo version myself

20:07:55 **[Morfedel]** (I'm a game mechanic fiend   )

20:07:57 **[BradofEos]** Morfedel - We considered ORE for Weapons of the Gods, but in the end, we decided to go with Framewerk as a better fit for what we were trying to do ORE has many virtues, but it's pretty gritty for its speed, and we wanted something more cinematic. Beyond that, there's not much to say, beyond "Creative Differences"… that's the politics of the situation, if you will.

20:08:00 **[Matthew]** It's not perfunctory, like it has become in so many games.

20:08:24 **[Morfedel]** So, could Framewerk be used for a superhero game easily enough?

20:09:04 **[Matthew]** Sure.

20:09:14 **[Matthew]** James, send me e-mail privately.

20:09:28 **[Matthew]** blackskystudios@hotmail.com

20:09:32 **[Kenshiro]** Well Morf, when I played the game, we flew, blasting critters with "superpowers", and did other cool stuff....

20:09:33 **[Morfedel]** perhaps, if the game engine is protected by copyright, you could publish a 1 page light version blurb on the system, and maybe an example of play? to whet our appetites?

20:09:40 **[Morfedel]** ((me, Matthew?))

20:09:51 **[jdrakeh]** Will do.

20:10:13 **[Morfedel]** Ah, guess not. sorry I'm James too.

20:10:21 **[Silv]** Damn - what IS the name of the race the Mi-Go created just to attack Earth?

20:10:29 **[Matthew]** We'll try desperately to get you something on the web before publication.

20:10:40 **[Matthew]** If you ever find yourself in Seattle, you can come play with us.

20:10:49 **[Kenshiro]** Dhohanoids?

20:10:49 **[BradofEos]** We have a LOT of fun...

20:10:52 **[Matthew]** Nazzadi.

20:10:58 **[Fraser]** The Nazzadi...very cool ...[the biggest concentration] lives in Cuba ...now called Nazza-Dhuni

20:11:03 **[Silv]** Yes!

20:11:15 **[Silv]** Info on the Nazzadi would be great actually.

20:11:17 **[Kenshiro]** Or Nazzadi? Oops, got beat to it.

CTHULHUTECH DEVELOPER CHAT

20:11:20 **[Matthew]** Yeah, Dhohanoids. The mythos shapeshifters created by the Rite of Transfiguration.

20:11:31 **[BradofEos]** Dhohanoids are the Adversaries of the Tagers, created by the Chrysalis Corporation, Kenshiro.

20:11:35 **[Morfedel]** Matthew: I lived in Seattle for 3 years! I kept asking if I could join for playtesting and got stiff-armed, ya bastiches! and now I live in Texas! waaaahhhhh *hehe*

20:11:39 **[Matthew]** The mainline troops of the Chrysalis Corporation and the Tagers.

20:11:41 JimD enters this room

20:11:43 **[BradofEos]** Whoops. Double-team Score!

20:11:53 **[BradofEos]** Welcome, Jim, to the CthulhuTech Developer Chat!

20:12:01 **[Silv]** What they look like, how they're treated, what their goals are etc...The snippets in the timeline didn't really answer a lot about the Nazzadi.

20:12:07 **[JimD]** Thanks!

20:12:16 **[Matthew]** Ooh, sorry to hear that! My condolences on Texas.

20:12:17 **[BradofEos]** Morfedel... it was all bad timing, I'm sorry to say!

20:12:45 **[BradofEos]** We were being very careful when CTech was still in its nascent stages, what can I say?

20:12:57 **[Morfedel]** Matthew: heh, thanks.

20:12:58 **[Silv]** Ooh, and the Serpent people! Are they still kicking around on CTech?

20:12:59 **[Matthew]** Cuba is just the national homeland of the Nazzadi. They are 40% of the population and everywhere.

20:13:08 **[Morfedel]** Brad: that's fine, I understand. Doesn't mean I cant pout though, right?

20:13:23 **[Fraser]** The Nazzadi were genetically engineered to be similar to humans. Except that they are jet black skinned, red eyed, have unusual dining habit and have created the world's first all clothing optional city.

20:13:24 **[Matthew]** I can neither confirm nor deny the existence of the Serpent People.

20:13:39 **[BradofEos]** Of course you can, Morf! <grin>

20:13:39 **[Matthew]** They certainly used to exist in the ancient times.

20:13:54 **[Morfedel]** Yah! Thanks! Hee hee!

20:14:02 **[Silv]** And the Inhabitants of L'gy'hx too. Are those cuboid, fairly nonhostile race living on Uranus that the Shan tried to take over...are they there too?

20:14:18 **[Matthew]** Mmm. Mac, cheese, and spam burritoes.

20:14:35 **[jdrakeh]** This sounds quite promising. I've wanted to see somebody do more in terms of Mythos roleplaying for years now, given that a large portion of the source material is public domain.

20:14:46 **[Matthew]** Whoa, outside of core Lovecraft on that one, Silv.

20:14:52 **[Kenshiro]** I guess the same could be said about the Tcho-Tchos and Ghouls...They're there if you want them to be there.

20:15:19 **[Matthew]** Tcho-Tchos are a no. However, you'll be seeing Ghouls in the Companion.

20:15:25 **[Silv]** Whoops - I forgot. Yeah, they were Ramsey Campbell's creation I think.

20:15:31 **[Matthew]** Ghouls may eventually be an optionally player character race.

20:15:50 **[Morfedel]** what were those water creatures that, well, lived under the sea?

CTHULHUTECH DEVELOPER CHAT

20:15:51 **[Fraser]** The Nazzadi are generally accepted in larger urban areas and major arcologies. There is still some mistrust toward them in more remote rural areas.

20:15:57 **[jdrakeh]** It's very much inspiring to see that the first such effort will be an incredible departure from the Mythos Circle material to come before it.

20:16:11 **[Matthew]** Could you be more specific about the water creatures?

20:16:12 **[Kenshiro]** Hehehe, thanks Matthew. That'll make someone who wants to play Agent Nancy happy.

20:16:21 **[Matthew]** You talking Spawn? Deep Ones? What?

20:16:37 **[Matthew]** Thanks, James. Glad to hear it.

20:16:51 **[Silv]** Ghouls as PCs huh?

20:17:24 **[Silv]** They should be pretty happy with all the bodies piling up to snack on...or are they worried about the food source eventually dying out entirely?

20:17:29 **[Matthew]** Yeah, they're not particularly hostile to humans.

20:17:35 **[Matthew]** Unless you count their dead.

20:17:50 **[Matthew]** And we can transform into them.

20:18:14 **[Kenshiro]** I know the Deep Ones are getting their own brand of mecha as well... And I think the the Ghouls were happy at first, but then when they saw humanity dwindling, they decided it was time to help.

20:18:24 **[JimD]** Is that the only method of ghoulish reproduction?

20:18:25 **[Morfedel]** Matthew: I'm sorry., i'm remembering something from long ago; a race of creatures that lived below the waves, and crawled out to threaten man...... not sure

20:18:54 **[Morfedel]** BTW: if you haven't read Cthulhu 2000, the novel, read it. It's fun. The short story Pickman's Model was especially cute I thought, hee hee!

20:19:01 **[Matthew]** I think you're thinking of the Deep Ones and the Spawn.

20:19:12 **[Matthew]** Cthulhu's Black Reign.

20:19:15 **[Silv]** Cthulhu 2000 was fantastic

20:19:21 **[Morfedel]** That sounds right; its been some time since I read mythos stuff, and I'm really rusty

20:19:23 **[Matthew]** No, ghouls can breed on their own.

20:19:27 **[Morfedel]** Yeah it was, Silv!

20:19:30 **[jdrakeh]** Does CthulhuTech have any implied or implicit ties to other Mythos-related gaming material (for example, Delta Green or End Times)?

20:19:36 **[Silv]** While we're on the topic of them my favorite ghoul story comes from Children of Cthulhu though

20:20:23 **[Matthew]** I'm a sucker for the classics. Pickman's Model.

20:20:30 **[BradofEos]** Same here... I love that one!

20:20:32 **[Fraser]** No, CthulhuTech is a completely independent IP. No connection to any other game.

20:20:55 **[Morfedel]** Is there a virtual reality internet? and if so, is that getting invaded too? Now that I think of that, that puts a new spin on the thought of cyberpunk hacking mixed with VR cyberspace mythos raiders. Man, that sounds fun!

20:21:14 **[Matthew]** No, no cyberpunk stuff.

20:21:17 **[Kenshiro]** I'm more of fan of In the Mountains of Madness and Rats in the Walls. They get scarier when you put them in a futuristic setting...

CTHULHUTECH DEVELOPER CHAT

20:21:21 **[Matthew]** No virtual reality internet. Sorry.

20:21:35 **[Matthew]** Mmm. Elder Things.

20:21:37 **[Morfedel]** (well, consider it; virtual reality mythos raiders would be fun! Bah, oh well   )

20:21:43 **[Kenshiro]** That's what CthulhuPunk is for.

20:21:54 **[Morfedel]** Oh? is that next? haha

20:21:54 **[BradofEos]** It's not like Mythos Entities and Cultists would LEAVE us a communications net of that sort open, you know?

20:22:14 **[Matthew]** The best Lovecraft/Cyberpunk cross-over ever published existed in a fan published supplement called Interface.

20:22:25 **[jdrakeh]** I was just wondering how easy it would be for a player to port in a future incarnation of the Delta Green conspiracy into CthulhuTech.

20:22:40 **[Matthew]** It's way out of print and probably impossible to find, but if anyone really needs a copy. let me know.

20:22:49 **[Kenshiro]** Morfedel> Cthulhupunk is a GURPS setting, and it has what you were talking about

20:22:50 **[Silv]** Matt: Really? How hard is it to track down - oh.

20:23:15 **[jdrakeh]** I mean, obviously, they'd have to own the Delta Green core rulebook.

20:23:22 **[Morfedel]** Actually, there was a short story by... oh, lord, one of the older sci-fi writers... called Press Enter. It was about an AI that came to life, but unlike other stories, it could... well, in effect use its mind like it was psionic, effect the real world without any connection. mind control, all kind

20:23:27 **[Silv]** Matt: I'd love a copy actually. I've been looking at CthulhuPunk for GURPS as well but I'm not sure if I want to take the plunge with that one. Mixed reviews.

20:23:29 **[Morfedel]** all kinds of things. That had a kind of feel to it.

20:23:32 **[Matthew]** You could port a copy of Delta Green, but it wouldn't make a lot of sense. The government is on full alert, aware and accepting of the mythos threat, and fighting an all-out war against them. There's not a lot of need for the DG conspiracy.

20:23:41 **[Morfedel]** Ken: there IS a CthulhuPunk setting? REALLY?1

20:23:51 **[Matthew]** In my humble opinion, CthulhuPunk is uninspired.

20:23:55 JimD exits from this room

20:24:08 **[BradofEos]** Morfedel - yeah, it was done years ago by SJG.

20:24:20 **[Kenshiro]** Morf: Yes, there is. I have it right here. And Matthew is right, it's good, but rather bland.

20:24:21 **[Matthew]** Silv, I'd say it was impossible. Send me private e-mail.

20:24:26 **[jdrakeh]** Matthew: Well, Delta Green's goals could always have changed over time... perhaps they've become a tool of the mad gods that they once tried to face down, for instance

20:24:28 **[Morfedel]** ah, first I ever heard of it

20:24:55 **[Silv]** Matt: OK. Could I get your e-mail?

20:25:17 **[Matthew]** **blackskystudios@hotmail.com**

20:25:34 **[Silv]** Thanks.

20:25:35 **[Matthew]** Sure, James. In that vein, you could easily port them in.

CTHULHUTECH DEVELOPER CHAT

20:25:41 **[Morfedel]** Can people play straight-out Sorcerers in CT?

20:26:03 **[Matthew]** Personally, I would stay away from CthulhuPunk. I really looked forward to it when it released years ago, but it didn't work.

20:26:29 **[Matthew]** On top of that, it requires the GURPS core, GURPS Cyberpunk, GURPS Cyberworld, and something else I forget.

20:26:32 **[Fraser]** Yes, sorcerers are available in C-Tech. Though they must follow strict guidelines as laid out by the Office of Internal Security.

20:26:38 **[Silv]** Matt: Yeah, that's what the reviews said. It felt like a generic evil rather than capturing that Lovecraftian feel to the monsters and events.

20:26:48 Ravenna enters this room

20:27:10 **[Matthew]** Yes, you can play sorcerers in CT. You'd start as a Mythos Scholar, but designed right, you could be a minor sorcerer as a starting character.

20:27:22 **[BradofEos]** Yo, Ravenna!

20:27:31 **[BradofEos]** Welcome!

20:27:33 **[Morfedel]** hi Ravenna

20:27:36 **[Ravenna]** 'Ey!

20:27:48 **[Ravenna]** Sorry I'm late. Homework.

20:28:14 **[Matthew]** Is that Raven?

20:28:24 **[Silv]** OK, THIS I have to ask, and he is Lovecraft cannon since he was shared between HPL and Ashton Smith. Will we see the furry sleepy face of Tsathoggua? (I had to look up THAT spelling)

20:28:32 **[Silv]** Hello

20:28:33 **[Ravenna]** It is.

20:28:40 **[Ravenna]** With the computer from hell.

20:28:40 **[BradofEos]** Yes it is, Matthew!

20:28:47 **[Matthew]** Probably not.

20:28:53 **[Fraser]** Hi Raven

20:28:57 **[Matthew]** Hey, girl. Glad to see you.

20:29:14 **[Silv]** Hrm. How about Yig?

20:29:14 **[Fraser]** You can see her?

20:29:22 **[jdrakeh]** Fantastic, Matthew. Systems that support the easy integration of plot and story elements almost always end up on my shelf.

20:29:39 **[Matthew]** You can suspect that you'll see Yig, in some way, shape, or form.

20:29:53 **[Silv]** Cool.

20:29:58 **[Fraser]** You will be impressed with this system. I guarantee it. It is flexible, easy to learn, and a lot of fun.

20:30:07 **[Silv]** With those mysterious MIA serpent people.

20:30:16 **[Matthew]** Well, I come from the world that you always end up making the IP your own. I expect it from everyone.

20:30:32 **[BradofEos]** Silv: You gotta admit, them hanging out together in secret makes sense.

20:31:02 **[jdrakeh]** How transparent is the system exactly? I mean, is it more akin to GURPS or The Window in terms of transparency?

20:31:11 **[Matthew]** Remember, Yig is a god. He's probably not just hanging around in this level of reality.

CTHULHUTECH DEVELOPER CHAT

20:31:12 **[Silv]** Brad: Heh. Him being their god and all, yeah.

20:31:31 **[Silv]** How many people are left on the planet during CTech's advent?

20:31:32 **[BradofEos]** I don't know the Window, James... but I do know GURPS. But I want to hear what Matthew says, so I'll shut up about it. <grin>

20:31:37 **[Matthew]** What do mean transparent? Can you hack it?

20:31:53 Devin enters this room

20:31:57 **[Matthew]** The fundamentals are pretty simple, and you can mess with the rest at will.

20:32:08 **[Matthew]** It isn't as rigid as GURPS.

20:32:14 **[BradofEos]** Heyyyy... our man Devin's here!

20:32:17 **[Matthew]** Devin, my boy!

20:32:32 **[Ravenna]** See, I remembered to get him!

20:32:37 **[Fraser]** Greetings Mr. Dev...

20:32:38 **[jdrakeh]** Well, by "transparent" I mean "How easily does it fade into the background of game?"

20:32:40 **[Matthew]** For those of you who don't know, Devin is also part of the Black Sky crew.

20:32:49 **[Devin]** Heh. I am indeed.

20:32:50 **[Kenshiro]** Well, I'll say it's not as transparent as Unisystem, but better than SilCORE.

20:33:38 **[BradofEos]** For those who want to know: Kenshiro spent some hours in demos with me playing CthulhuTech at GenCon.

20:33:51 **[jdrakeh]** Brad: For your benefit, The Window is a free-press game system that really helped push the rules-light movement in the late 1990s. It can be found here: **<http://www.mimgames.com>**

20:33:53 **[Matthew]** I see. It's not as transparent as Unisystem, I'd agree. That's only because you get a smile on your face when you pick up dice again. Otherwise, it has tools built in to keep it as transparent as you want it. I'd say, once the Companion is published, more transparent that just about any other system.

20:34:27 **[Morfedel]** Matt, Brad, I may have to talk to you guys some time. I've been working on a game system for some time (yeah, like thousands of others) and if I ever decide to come out with it, I may have to pick yer brains... or something.

20:34:32 **[Morfedel]** well, I'm off to bed

20:34:35 **[Morfedel]** g'night all

20:34:39 **[BradofEos]** Thanks, James... I've bookmarked it for later consumption.

20:34:54 **[Matthew]** Thanks for joining us.

20:35:02 **[BradofEos]** Night, Morf! By all means... you can make a submission if you'd like, too! No promises, but ya nevva know...

20:35:11 **[Silv]** Say, are you working on the Companion at the same time as the core book?

20:35:12 **[BradofEos]** You got my email, so feel free to use it!

20:35:15 **[Morfedel]** I'll keep that in mind!

20:35:16 **[Silv]** Night Morf!

20:35:19 **[Morfedel]** later all! night!

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20:35:29 **[jdrakeh]** Fantastic. Transparency is something that I dig on - the less that a story is driven purely by mechanic contrivance, the happier I am.

20:35:30 **[Kenshiro]** *nods* Night, Morfedel. Yes, I played a couple of games at GenCon with Brand and co. And I played other systems like Action! and CORPS, and Framewerk worked a lot better.

20:35:54 **[Matthew]** No, the core is pretty much done. So, we've started on the Companion – mostly because I can never sit still.

20:35:58 **[BradofEos]** Hello, Devin2! Wow, two Devins...

20:36:07 **[Matthew]** Devin, have you cloned yourself?

20:36:13 **[Ravenna]** That's kinda scary.

20:36:28 **[Ravenna]** ...Scratch that. Devin clone- BAD.

20:36:35 **[BradofEos]** Especially for his girlfriend. Or maybe that's a GOOD thing...

20:36:39 **[Devin2]** Yeah, double the pleasure, double the accidentally refreshing the wrong window and then having the username already in use.

20:37:00 **[Silv]** Question about the game mechanics, specifically the arcanotech and how it functions. Brad mentioned on the boards that arcanotech is the most dangerous when it breaks down.

20:37:22 **[Kenshiro]** Hee hee hee hee, Matthew Grau has a background in film, and can't sit still. Nope, no connection there. Also, can Framewerk work with more narrative rules, like Stunts or Dramatic Editing?

20:37:36 **[BradofEos]** <---- waiting for Raven to punch him in the arm

20:37:55 **[Matthew]** Well, arcanotech is based on non-Euclidean principles. Getting into its guts can be trying on the old noodle.

20:38:01 **[Silv]** I was wondering if the danger was in actually fixing it, or if you'd start seeing insane geometry if you simply tried to use a malfunctioning piece of arcanotech. Which also leads to the question, what happens if it breaks down and you don't know about it until it's too late?

20:38:05 **[Ravenna]** It's coming... It's coming...

20:38:21 **[Ravenna]** ::throws her pile of research books at Brad::

20:38:33 **[Matthew]** No, Framewerk is not going to go with Dramatic editing or such for now. Cinematic stunts may make an appearance.

20:38:40 **[BradofEos]** <---disappears under a heap of books

20:38:43 **[Devin2]** Well, that's mostly, from what I've seen so far, a GM issue. There aren't hard and fast rules so far.

20:38:49 **[BradofEos]** (Stopping the silliness now)

20:38:52 **[Devin2]** But maybe Matthew can correct me.

20:39:11 **[Matthew]** Nope, Devin's right.

20:40:05 **[Silv]** OK.

20:40:24 **[Matthew]** Okay, so what else. Going to want to head off and have a night here soon.

20:40:40 **[Silv]** Speaking of new technology going amiss, any info I can pump out of you about the black hole type thing where Las Vegas used to be?

20:40:56 **[Fraser]** The Zone hee hee hee

20:41:03 **[BradofEos]** Ah yes... The Zone...

20:41:07 **[Silv]** (At least I think it was Las Vegas. Too lazy to open the timeline pdf when

the designers are right here. I feel spoiled.)

20:41:15 **[Matthew]** That is a subject for later discussion...

20:41:17 **[Devin2]** Yep. Vegas.

20:41:30 **[Fraser]** Las Vegas and a Mech military base at Nellis

20:41:41 **[Silv]** Nuts. Not even a cryptic hint?

20:41:51 **[Matthew]** And some White Tigers.

20:41:54 **[Fraser]** What do you want to know about it?

20:42:03 **[Ravenna]** If they gave you a cryptic hint, it would destroy the fun of watching you squirm.

20:42:21 **[BradofEos]** And Matthew LOVES to make people squirm...

20:42:28 **[BradofEos]** <--- speaking from personal experience.

20:42:34 **[Kenshiro]** Damn you all! That Zone haunts my dreams... :P And my last question: Will there be rules and stories for outer/inner/other space adventures?

20:42:39 **[Fraser]** Especially his girlfriend's

20:42:48 **[Silv]** Fraser: Specifically...hrm. At the moment, what's crawling out of it?

20:42:58 **[jdrakeh]** Seeing mention of Nellis, I have to ask - Did the China Lake Naval facility make it into CthulhuTech?

20:43:08 **[Silv]** Outer space adventures. Good question.

20:43:13 **[Matthew] Year Two: The Colonies.** A brand new play style.

20:43:50 **[Kenshiro]** Colonies?! Gah!

20:44:23 **[Fraser]** Yes, The Colonies... still at war with the Mi-Go, trying to survive after losing touch with Earth...good stuff!

20:44:26 **[Ravenna]** Are you planning on making the entire universe insane?

20:44:30 **[Matthew]** There are a few that escaped destruction at the hands of the Nazzadi and the Mi-Go.

20:44:42 **[Matthew]** They're out of touch with Earth, and doing things their own way.

20:45:05 **[Ravenna]** Dammit... I'll be back...

20:45:25 **[Matthew]** Insanity is in the mind of the beholder.

20:45:46 **[Fraser]** All kinds of big and small horrid things seem to emerge from the Zone every so often.

20:45:53 **[Silv]** Cool.

20:46:14 **[Fraser]** And it has rather unusual effects on the local human population as well.

20:46:18 **[Silv]** I like the way you're handling the colonies. That's a nice creepy touch.

20:46:22 **[Matthew]** There will be some material on the Zone in the Companion, but don't expect to see too much for a while yet. We're saving it.

20:46:35 **[Fraser]** The real question is, what happens to someone if they enter the Zone?

20:46:39 **[Matthew]** Glad to hear it, Silv.

20:46:46 **[Fraser]** hee hee hee

20:46:55 **[Kenshiro]** Yeah, it's like Aliens, The Thing, and Starship Troopers all rolled into a nasty pancake.

20:47:01 **[Matthew]** If a person enters the Zone, and no one's there to hear it, do they still scream?

20:47:22 **[Silv]** Ken: With a dash of System Shock 2 in there, or maybe that's just me...

20:47:27 **[Matthew]** Yeah, Ken, you're on it.

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20:47:58 **[BradofEos]** Then there's that movie trailer Kenshiro wants to write for the game...

20:48:29 **[Kenshiro]** Oh yeah, System Shock 2, since it had its share of Lovecraftian moments...And that trailer is also a prelude to the adventure/story I want to do.

20:49:22 **[Matthew]** Okay guys, just about ten more minutes before I'm outta here.

20:49:36 **[Matthew]** Got anything else?

20:49:47 **[Matthew]** I'm starting to haunt the Eos Press CthulhuTech Forums again.

20:49:55 **[Fraser]** Yes, I'm running on two hours of sleep and my screen is starting to get rather blurry.

20:50:00 **[Kenshiro]** Nope, I'm good. Thank you VERY much, Matthew.

20:50:17 **[Matthew]** Sorry, Frase, that's me.

20:50:28 **[jdrakeh]** I think that you've addressed my question quite well.

20:50:29 **[Matthew]** Ken, you're very welcome. Thanks for being here.

20:50:43 **[Silv]** I have to go soon too...

20:50:44 **[Matthew]** Same to you, Jems.

20:50:45 **[jdrakeh]** Err... questionS, rather.

20:50:52 **[Ravenna]** I'm afraid I have nothing to ask.

20:50:56 **[Matthew]** That's James, for the typing impaired.

20:50:56 **[Silv]** But this has been really informative.

20:51:17 **[Matthew]** Glad you think so, Silv.

20:51:34 **[jdrakeh]** Indeed. I'm certainly looking forward to CthulhuTech at this point in time and wish you the best of luck with it.

20:51:35 **[Matthew]** So, if there's nothing else, we'll see you on the forums!

20:51:57 **[Kenshiro]** Yes, it has. I got most of the news from Brad at GenCon, but now I got more than I bargained for. Good luck, guys!

20:52:01 **[Matthew]** Thanks to Brad for setting this up, Fraser and Devin for taking time to be here, and all of you for joining in.

20:52:14 **[Silv]** Thanks for coming out!

20:52:15 **[Fraser]** Thanks....

20:52:24 **[Matthew]** We'll do another one of these in a month or so. See you then!

20:52:28 **[BradofEos]** Ya betcha... Twas great fun...!

20:52:42 **[Devin2]** Sure, glad I could make it. Take care, everyone.

20:52:48 **[Matthew]** Bye all!

20:52:50 **[Ravenna]** Ta, all.

20:52:53 **[jdrakeh]** Take care. Until the next scheduled chat!

20:52:58 **[Fraser]** Bye guys....

20:53:17 **[Silv]** Night!

20:53:28 **[Silv]** Say, where are you guys located anyhow?

20:54:04 **[Kenshiro]** Bye guys, take care. And yes, Brad's the man.

20:54:18 **[Ravenna]** Depends, in my head, or in reality?

20:54:23 **[Devin2]** Seattle, with the exception of me.

20:55:01 **[Ravenna]** What he said.

20:55:03 **[jdrakeh]** Yes, indeed, cheers to Brad!

20:55:08 **[BradofEos]** Night, you all... it's been great AND fun...

CTHULHUTECH DEVELOPER CHAT

20:55:23 **[Silv]** Thanks for setting it up Brad!
20:55:34 **[Ravenna]** Night. Back to work I go.
20:55:45 **[Silv]** I'm calling it a night as well.
20:55:51 **[jdrakeh]** And off to the races I go...
20:55:52 **[BradofEos]** Nice meeting you all... glad you made it!

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